From the Editor's Desk

```
******** THE AGENDA *********
*                           *
*   CLUB BUSINESS:          *
*                           *
*  Ratification of Proposed *
*    Constitution & Bylaws  *
*                           *
*                           *
*  NOTE: Since this meeting *
*  is to be devoted solely  *
*  to Club Business invol-  *
*  ving matters to be voted *
*  on, it will be closed to *
*  non-members. Be sure to  *
*  bring your membership    *
*  card!                    *
*                           *
*****************************
```

After ten months of meetings, the Advisory Committee has completed its labors, and produced a Constitution and set of Bylaws for the Club. Isn't is amazing that we have muddled along for so many years with no plan of organization at all? Just making it up as we go along -- and there have been times when it showed! With any luck the new Bylaws will set that straight, and provide a framework in which the Club can operate more effectively. We think we covered everything without being too restrictive. I say "we", for I was one of the authors -- along with Kim Beattie, Dale Mauch, and Chairman Tony DiNapoli. Actually, Tony should get most of the credit; he wrote most of it and kept the Committee going. The rest of us mostly quibbled over details and changed his wording around. Kim and Dale; you don't mind me saying that, do you?

Now it's your turn to quibble; you should be receiving a copy of the proposed documents in the mail soon -- providing we have your correct address. Please read them carefully and come to the meeting on November 25th prepared to discuss them. After all, this will deeply affect the way the Club operates in the future.

If you have any amendments that you would like to add, to either document, we ask that you write them down so that we have the precise wording that you want. Be sure to indicate the article, section and paragraph that your amendment refers to. We will consider amendments in that order. Also, be sure to present them to the presiding officer before the meeting starts. That will allow us to determine how much time to allow for debate on them.

I remind you, be sure to bring your membership card (or other proof of identification) to the meeting. We cannot allow non-members to vote on this matter.

If you are unable to attend the meeting in person, you can vote by mail, as well as offer amendments by mail. Check the cover letter for details.

President's Corner

by Dave Schwartz

Well, the holiday season is fast approaching us once again. Now that summer is over and the rainy season is beginning, many of us turn to indoor activities including our Atari computers. The computer stores are beginning to gear up for the upcoming Christmas shopping season and many new and exciting items are now arriving. Many of the long awaited items from Atari Corp. are among these new arrivals. The Mega 4's, 1200 baud modem, the 65XE Game Systems, the 80-column cards, etc. are now available. A number of new software titles are arriving almost daily. Also, many of you may have seen the many TV commercials Atari has produced covering just about their entire product line. It is good to see Atari promoting their products so ambitiously.

At the November ACCESS meeting on the 25th we will be voting upon the new Constitution and Bylaws put together by the Advisory Committee. When you receive your copy of these, please take the the time to read them carefully. This will be the first time ACCESS has had a complete set of these very important documents. I realize that the meeting is being held on the evening before Thanksgiving, however, I would like to see as many of you, if not all of you, there to discuss and vote on the new Constitution and Bylaws. I would like to take this time to thank the members of the Advisory Committee for all the time and hard work they put into assembling these documents this past year.

Both of our fund raising activities, the newspaper drive and the entertainment book sales, are continuing and I am happy to say with much success. Remember that you can bring your newspapers to the monthly general meetings and our V.P., Dale, will collect them from you. Many thanks to Dale for all his help in making this a successful fund raiser.

At this time I would like to wish all of you and your families a very Happy Thanksgiving and until next month, Happy (Atari) Computing!

1987 OFFICERS

PRESIDENT .... Dave Schwartz
944-1291

VICE PRESIDENT .... Dale Mauch
423-1574

SECRETARY .... Tony DiNapoli
427-6729

TREASURER .... Kim Beattie
338-1631

MEMBERSHIP CHAIRMAN .... John Lastar
966-5646

NEWSLETTER EDITOR .... Michael Stomp
454-2032

8-BIT DISK LIBRARIAN ...... Mike Raviotta
429-7935

ST DISK LIBRARIAN .... Ric Kalford
723-0237

ARCHIVIST .... Bob Haynes
971-0935

Please remember that some of us have small children who go to bed early. It would be appreciated if you would not call too late at night.

*   *   *   *   *

RENEW MEMBERSHIPS

As a continuing service to our many busy members we publish the following list of those who's memberships were or are scheduled to terminate during the months of November and December. Check your mailing label: if a portion of it is highlighted, it means you fall into this warning category. Renewals are only $18 for another fun-filled and informative year with ACCESS. Six-month memberships are available for $10.

Due in November
L. Chang, J.R. Davis, R.G. Dyer, A.V. Hartwell, B. La Perriere, M. McDonaugh, M. Mollison, A.R. Neal, B. Vanderford, V. Vyvoda.

Due in December
R. Carr, R. Dean, B. Drews, D. Dudley, R. Hill, B. James, C. Jenkins, D. Mauch, R. Schwenk, D. Smith, B. Thalhamer.

LIGHTSPEED C

Reviewed by Kitrick Sonesen

Ralph Walden, author of ACE-C, DVC/65, and "LIGHTSPEED C" was reportedly less than thrilled with the name under which his program development system was marketed. There exists for the Apple MacIntosh computer a C implementation called LIGHTSPEED C which, although considered state-of-the-art, compiles and links a just a bit slower than Ralph's implementation. The full name of the Atari 8 bit implementation is therefore: Faster Than LIGHTSPEED C.

Historically speaking, C has been around since the 1970's and was used to create much of the UNIX operating system. Although described by detractors as a "language consisting mostly of punctuation marks", the C language is quite powerful and highly portable.

LIGHTSPEED C (LSC for short) is a compiled language. This means that C source code, typed in via an editor (CEDIT.COM), must be processed through a compiler (CC.COM) and assembled by a linker (LINK.COM) to generate an executable file.

Although not as fast as assembly language or Action!, LIGHTSPEED C has other redeeming qualities. The function library contains many useful routines which vastly reduce the level of machine-specific knowledge needed to accomplish common operations. LSC's strength lies in I/O management and redirection. Disk operations are fully supported with easily called functions, as are Atari graphics including player-missile manipulations. One caveat, not all of the standard C features (sizeof, structures, unions) are implemented in LSC; however, this may be a problem only if you intend to port your program over to another, non-Atari 8 bit system.

The LSC editor, CEDIT, is very user-friendly and features predefined macro keys to speed up key entry. Of particular value is the the (U)nmatch capability which checks for unmatched braces.
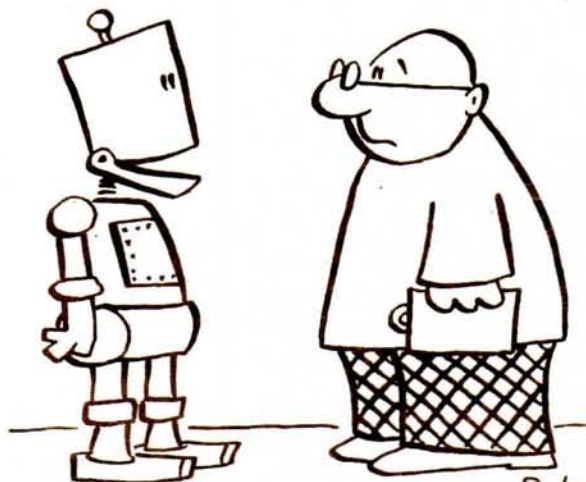
The LIGHTSPEED C manual is not a C tutorial and contains very little (if any) programming instruction. The author recommends that novices purchase "THE C PROGRAMMING LANGUAGE" by Brian Kernighan and Dennis Ritchie. Although this book is the definitive C handbook, it makes for dry reading. The "C PRIMER PLUS" by The Waite Group, marketed by Howard Sams Books is a much easier book to follow. It was written by college instructors who kept their students' blank expressions in mind.

Is LIGHTSPEED C worth your hard-earned cash? Well, it's compatible with SpartaDOS, supports RAMDISKS of all persuasions, includes RUNTIME packages for itself, Action!, and MAC/65, and comes with a command line disk operating system of its own: Lightspeed DOS. The author, Ralph Walden is an avid Atari supporter and is widely accessible on GEnie. By the way, the ARC and ARCX implementations for the ST and 8 bit Ataris were done by Ralph using LIGHTSPEED C on an 8 bit machine!

What more do you want?

["Kitrick Sonesen" is the pen name of Jethe Hawkwind, High Sheriff of the City of Grey BBS. Joe Bob sez "Check it out at (916) 423-3987".

-Ed.]

"It was very funny in the original FORTRAN."

8-BIT LIBRARY NEWS
By MIKE RAVIOTTA

In case you missed Tony DiNapoli's demo of DISKLIBRARY 2a here is a quick review. After you run the program it first prompts you for the date. This is so you can tell when you last updated your file. You are then ready to either add new disks to your present file or start a new file. AUTO-ADD allows you simply to insert the disk you want to file into your disk drive. You are then prompted for a disk number, side of disk the programs are on, and program type(s). You may have different types of programs on a disk, and you will be able to pick the type for each file. Once you've added all your disks in you are ready to sort. Your library file may be sorted by disk #, extension, program name, or program type. At this point you can then view your files, save them to disk, print them out, or make labels for your disks. This is a very good program for keeping track of all those disks. It is now available in the ACCESS library.

The other new disk available is AMODEM 7.5. This double sided disk has everything you need to set up and run AMODEM with your particular computer/modem. First it is recommended that you back up this disk, as it automatically renames certain files. Next just put the disk in your drive and turn on your computer. You will see a menu where you have three choices: 1) Intro. to AMODEM 7.5, 2) View/Print Docs, 3) Set up AMODEM 7.5 for your modem. This disk comes with very complete documentation so read the first two choices before setting up your disk. When you are ready for #3, simply insert your "backup disk" then you are asked to pick the type of modem you have. That's all you have to do. A couple of files are then automatically renamed and your disk is ready! .When you are ready to run the program, put the disk in and turn on your computer, AMODEM will load and run automatically. This is a BASIC program so leave the BASIC on. This version supports XMODEM CRC, YMODEM, and YMODEM batch file transfers.

I am going to try to add at least one or two new disks to the library each month, besides the ANALOG disk. What I need are new programs. Do you have a favorite program or programs that are not in the library? How about putting them on a disk and bringing them to the meeting. With a little help we can have lots of new programs in no time!

NFL QUIZ

Disseminated by Jim Dysle

Can you match the correct names of the NFL teams with the following list of clues?

1 Trained to hunt and kill.
2 Roman Catholic religious leaders.
3 Kings of the Beasts.
4 Credit card users.
5 Shoplifters.
6 Midnight Snackers.
7 One dollar for corn.
8 Streakers.
9 Peter, Paul and Mary.
10 Opposite of "U"s.
11 Six shooters.
12 Wise sunbathers.
13 Unwise sunbathers.
14 Soldiet insects.
15 7^2.
16 Equine rodeo participants.
17 Patrick Henry
18 747's.
19 Used to be girls.
20 Six rulers.
21 Tribal leaders.
22 Half bovine/half man.
23 Lubricators.
24 Barbie with fish arms.
25 Loaders.
26 Protected species.
27 Master Charge correspondence.
28 Marine birds.

[Those of you who need help, or even the correct answers, can contact Jim in "Kim's Game Room" on the ACCESS BBS, at (916) 423-1316. It is rumoured that his wife, Winnie, has solved it already.
-Ed.]

THE MAILBAG

[The Club recently received this letter from an Atarian in Poland. Perhaps some of you can help him out - or would like a penpal in the Eastern Bloc?   -Ed.]

Dear Sir,

I have a great request. It was really difficult for me to find the address of your club Mr. President. I hope you will not refuse my request.

I have got modern computer ATARI 130XE + 1050 (Standard) but it is difficult to get software and the books for it. There are not so many informations about this computer in Poland or the access to this kind of literature is difficult.

I kindly ask you to send me magazines like ANALOG, ANTIC, etc. or books, or descriptions and instructions concerning computer programmes and computer games or a few blank disks.

I am very keen on computer science and computers, but I have no access to software. Besides, I would like to correspond with you, or with other club members. Perhaps, I could send you something as a souvenir from Poland.

I hope you answer my letter. Thanks for any help! Greetings for you and club members.

Yours sincerely,

MAREK PASKIEWICZ
UL. WALCZAKA 88/5
66-400 GORZOW WLKP
POLAND

ST SIG Report

By Dave Schwartz

Last month's meeting had a small turn-out, however, we had several great new programs to view. Kim Beattie brought Marble Madness for us to see and play. Yes that's right, Electronic Arts finally released Marble Madness for the ST. Kim also brought Boulder Dash Construction Set. If you have any new software please bring it to share with the group. This is a great way for us to evaluate new software we have considered purchasing, but wanted to find out more about if first. If you have had any questions about using your ST, either with an application program such as word processing, data base, etc. or the use of hardware such as a printer or the ST itself, please bring these to the meetings. This is a great way to get one-on-one tips, training, and just to share ideas with one another. Hope to see all of you at the next ST*SIG meeting.

The ST*SIG meetings begin at 7:30 p.m. on the 2nd Monday of each month at SIERRA HI-TECH at 10561 Old Placerville Rd., near Mather Air Force Base at 7:30p.m. Directions: Take Highway 50 to Mather Field Rd turnoff going South (towards the Air Force Base), Take a right turn at the first stop sign (Rockingham). Go about 2 blocks on Rockingham to Old Placerville Rd. and make a right turn. It will be the second building on the left.

ST PUBLIC DOMAIN

By Kim Beattie.

PART TWO: RAMDISKS

One of the most useful utilities around is a ramdisk. This is a program that uses a part of memory as a disk drive. Ramdisks are useful because they speed up, dramtically, the time it takes to copy files, load and save programs. They can save you time (and money) when it comes to downloading software off of a BBS or information networks like Compuserve, Delphi, and GEnie. Ramdisks can save wear and tear on your physical disk drives too. De-ARCing a file in RAM is much faster and doesn't use the physical disk drive at all. A program developer needs a ramdisk (or hard disk) if he wants to spend more time programming than he does saving, compiling, linking and loading.

An important point to remember about ramdisks is that they are volatile! This means that it can be very easy to lose everything in a ramdisk, either by turning off the machine without saving the files, or by having a program crash requiring a reset, or worse, a re-boot. Most ramdisks will not survive a reset. This means that any data on the ramdisk will be lost. Remember too, that a resolution change will also probably clobber a ramdisk.

Most of the time I use some kind of varible ramdisk. A varible ramdisk allows you set the size of the ramdisk you want and change it just as easily. Also, varible ramdisks can be installed or removed at will. This lets you get the most out of your memory and still gives you the option of a ramdisk when you need it. Because they are varible, this kind of ramdisk is always a desk accessory. SI_RAM (see below) is a good varible ramdisk; others are RAMBUFFR and INTERSECT.

When the data is very important to me, like when I'm downloading from GEnie and I can't afford ($$) to do things twice, I use a reset resistant ramdisk, which will normally survive a reset (warm start). So, unless the system crash is catastrophic, the data in the ramdisk will be recoverable. The advantages of a reset resistant ramdisk should be obvious! There are two disadvantages, however. First, by its nature the ramdisk is not variable. That means you set it up at bootup, probably from the auto folder, and you're stuck with a set size ramdisk whether you need that much or not. The second problem is that in order to make the ramdisk reset resistant, illegal "hooks" into the operating system must be used. This means that the current crop of reset resistant ramdisks will probably not work when with the new ROMS.

For a reset resistant ramdisk I use one called ETERNAL ramdisk. There are others available, but ETERNAL has worked very well for me. I prefer ramdisks that I can install and remove at will. But if I don't want to risk losing the data, I'll boot up with ETERNAL.

Finally, there is a third type of ramdisk I use. It is a TOS or TTP file. I use this when I didn't bootup with either of the two types mentioned above, but find I need a ramdisk. FASTRAMD.TTP will let me set up a ramdisk whenever I need one. Just click on the file and enter a letter and size as parameters (example: g300 means drive g and a 300K ramdisk) and the ramdisk is installed. No muss or fuss. Alternatively you can write an ASCII text file with the same information, call it RAMDISK.INF, replace the TTP extender with a TOS extender and then just click on the file to have your ramdisk installed. The ramdisk is not varible after you install it, you're stuck with it until you turn off the computer. And it is not reset resistant. But it is fast and easy to set up.

SI_RAM is a neat little desk accessory written by the same folks that publish the ST INFORMER newspaper. SI_RAM is a Ramdisk/Print spooler. It looks very similar to the RAMBUFFR desk accessory that has been around for a while, but SI_RAM adds a couple of new little twists. It offers you a varible ramdisk and print spooler. Both can be installed and removed at will. The size of both can

also be varied. Pretty standard so far. What makes SI_RAM intersting is a new feature that allows you to load files into the ramdisk at bootup. Stand alone ramdisk loaders have been available before, but this is the first instance that I know of where the ramdisk loader is part of the accessory. Set up which files you want loaded at bootup, save the SI_RAM configuration (spooler size, ramdisk size and letter, etc.) and you're all set. SI_RAM also reads the DESKTOP.INF file and extracts the color information, so you don't need to keep the control panel in memory if you want different colors. All in all a small but powerful desk accessory. That's the best kind.

Once you start using a ramdisk, you'll see just how useful they are and you'll wonder how you ever got along without one. If you only have a single disk drive, a ramdisk is the answer to your file copy prayers. No more seemingly endless disk swaps to copy one (or more) files. Ramdisks are a very useful and powerful tool. Add one (or more) to your software library. You will find them very useful.

Next time: DCOPY 1.91, the most mind-bogglingly useful program ever written for the ST.

ANSITERM
A Multi-Tasking Terminal Program

Reviewed by Kim Beattie

According the the user's guide that accompanies the program, ANSITERM is a program that "... will emulate an ANSI X3.64 standard terminal, with keypad, file, macro, and printer extensions." ANSITERM is another terminal program for the ST and the field is already crowded, with new offerings appearing all the time. What makes ANSITERM different from the rest is that it has multi-tasking ability.

The packaging is simple. A manual, disk, and reg card placed between two pieces of cardboard and shrink wrapped. The cardboard offers backing and a place for the ad copy. The manual is amateurish looking. It is not offset printed, and looks like many of the exchange newsletters the Club receives. First impressions are important and ANSITERM fails this first test. A bigger failing is that ANSITERM assumes the user is experienced with terminal programs and telecommunications. The manual offers little in the way of explanation or help. If you have never used a telecommunications program before, you may never get online with this program (without help). The manual consists of some brief instructions, a quick description of each of the menu commands, a list of "script" and macro commands, and a list of control sequences. After that, you're on your own. Documentation is an important part of any program; all things considered, I'd have to give ANSITERM's documentation failing marks.

On the other hand, the ANSITERM program disk is not copy protected. I shouldn't have to say this, but respect the author's rights and Do not distribute copies of this program.

The screen layout and user interface is familiar. The Terminal screen is a blank screen with copyright information and a blinking cursor. At the bottom right of the screen are two clocks; a real-time clock and a on-line clock. A click of the mouse button (or HELP key) brings up the GEM menu bar. At this point you have left the online state and are in local mode. As the screen itself does not change, this can be a little confusing. All the text from your terminal session is still on the screen and if you don't have a menu down, or a dialog box showing, you may start typing commands. This doesn't work of course until you return to terminal screen.

ANSITERM offers most of the features expected of a terminal program. Macros and Script files can be loaded and executed. A Script file is a text file of emulator commands (very similar to FLASH "DO" files) that ANSITERM will read and execute. A Macro is a Script command tied to a specific function key. ANSITERM does not have a capture buffer, but you can open a file and capture incoming text to

that file. Transfer protocols include DC2/DC4 (basically X-ON/X-OFF), Xmodem receive and send, and KERMIT GET, SEND, RECEIVE, FINISH, and IMAGE MODE. When online with Compuserve, ANSITERM will automatically receive files in Compuserve's B-protocol. ANSITERM does not support Xmodem with CRC. Other menu options allow you to reset either or both clocks, and set a number of terminal parameters.

What sets ANSITERM apart from other terminal programs is its multi-tasking ability. The ability is limited; while downloading a file you can leave ANSITERM and run another program and the download will continue! The advantages of this feature should be obvious, particularly to 300 bps modem owners. Instead of sitting around waiting for that large file to finish downloading, you can be off in another program doing something interesting. There are some restrictions; the program that you run while downloading must be a TOS program, not GEM. Still, that leaves quite a few options open. You can run ST WRITER or MicroEMACS and do some writing. You can run a text oriented game like HACK, or as I usually do, you can run DCOPY. With DCOPY you can De-ARC files you have downloaded, read documentation or text files, and perform disk utilities... all this while downloading a file!

You run the alternate program by pressing ALT-ESC. This runs the program named in one of the parameters you can set. ANSITERM defaults to the Beckmeyer C-Shell (hmmm...), but you can easily change it to any program you want.

Okay, so what's missing? For one thing, ANSITERM does not have any kind of auto-dialing menu. Either you type in the ATDT command yourself, or set up a function key macro. The lack of a auto-dialing menu is a serious omission. Another thing missing from ANSITERM that is present in most other ST terminal programs is an copy buffer and/or editor. ANSITERM can capture to disk, but you must first give it a filename and tell it to capture. In addition there is no way to view or alter the captured file until you leave ANSITERM. I like the copy buffers that keep a history of your online sessions and that allow you to

view them at will. I also like the text processing ability built into many terminal programs (like FLASH). It is certainly more convenient to use the copy buffer/editor of FLASH to write DO (or script) files and macros, than it is to boot up an entirely different program to do the same thing as ANSITERM requires. And, even though ANSITERM does use menus, there are many parameters that can only be set using script file commands or by using some of the arcane escape sequences listed in the manual. I once had to spend an entire session on GEnie in full duplex(!) because ANSITERM had no easy way to change duplex.

I have encountered no major bugs while using ANSITERM. The program functions smoothly and the download/upload procedures get the job done.

What about what ANSITERM claims to be, namely a "ANSI X3.64 terminal emulator?" I don't use my ST as a terminal for mainframes or minis, so I can't say how good an emulator ANSITERM is, but most other terminal programs offer terminal emulation too.

It's not really fair to compare ANSITERM with FLASH (but I'll do it anyway...). ANSITERM is what I would consider a "barebones" terminal program. It gets the job done, but offers none of the features we sophisticated users have come to expect from our terminal programs. The only advantage ANSITERM offers is its multi-tasking ability. Multi-tasking is nice, but it would be nicer if it was part of a full featured terminal package. (Did I hear someone mention ST-TALK PRO?) FLASH, on the other hand, is the ST terminal program against which all others are measured. FLASH offers all the features that ANSITERM lacks, and the lack of a multi-tasking feature is not missed by those who never had it before. Is ANSITERM a threat to FLASH? No. FLASH is still king of the telecommunications hill.

Do I recommend ANSITERM? Let me put it this way: I'm glad I bought it, but I'll use FLASH 90% of the time and save ANSITERM for those long download sessions on GEnie.

FLASH COMMANDS

Tabulated by Kim Beattie

Most, if not all of the FLASH commands can be activated in a number of ways. There are the ALT-key combinations, a "command line", and the drop down menus of course. In order to make some sense of the bewildering array of commands and the many different ways of implementing them, I've compiled a table of commands which shows each command and how to implement them under each system.

COMMAND	Menu:Option	ALT-Key	CMD Line
ASCII Parameters	EDIT:ASCII UL/DL	ALT-E	AS [0-9 D S M P /x]
(Same as EDIT ASCII)			
AUTO	---	---	AU
BAUD RATE	EDIT:RS-232 Config.	ALT-B	BA [300-9600]
BELL	---	---	B1 or B2
CAPTURE	---	ALT-C	CA [ON OFF / CLEAR]
CLOCK DISPLAY	---	---	CL
DEFAULT PATHNAME	OPTIONS:SET DRIVE/PATH	ALT-Q	DP [DRIVE:] [PATH]
DELETE FILE	FILE:DELETE	ALT-K	KI [FILENAME]
DIAL	LEFT MOUSE BUTTON	ALT-T	DI [NAME OR #NUMBER]
(SEE ALSO EDIT DIALER)			
DISK DIRECTORY	---	ALT 1-4	DD [DRIVE:] [PATH]
DO FILE	---	ALT-A	DO [FILENAME]
DOWNLOAD:			
ASCII FILE	DOWNLOAD:ASCII	ALT-D	DL AS [FILENAME]
XMODEM FILE	DOWNLOAD:XMODEM	ALT-R	DL XM [FILENAME]
DUPLEX	---	ALT-P	DU [FULL HALF /]
ECHO	--- ---		EC [ON OFF /]
EDIT:			
ASCII	EDIT:ASCII UL/DL	ALT-E	ED AS [0-9 D S M]
DIALER	EDIT:DIAL DIRECTORY	ALT-E	ED DI
FUNCTION KEYS	EDIT:FUNCTION KEYS	ALT-E	ED FK
RS-232 PARAMS.	EDIT:RS-232 CONFIG.	ALT-E	ED RS
TRANSLATION	EDIT:TRANSLATION	ALT-E	ED TR
XMODEM PARAMS.	EDIT:XMODEM PARAMS.	ALT-E	ED XM
EXIT TO DESKTOP	FILE:QUIT	ALT-X	XD
FORM FEED	OPTIONS:FORM FEED	---	FF
FUNCTION KEYS	EDIT:FUNCTION KEYS	ALT-E	FK [NUMBER] [STRING]
GOTO FUNCTION KEY	---	---	GO [1-20]
HELP	---	---	HE
HIGH RES	---	---	HI [ON,OFF]
KILL FILE	FILE:DELETE	ALT-K	KI [FILENAME]
LINEFEEDS	EDIT:ASCII UL/DL	ALT-L	LF [ON OFF /]

COMMAND	Menu:Option	ALT-Key	CMD Line
=======	===========	=======	========
LOAD:			
CAPTURE	FILE:LOAD CAPTURE	---	LO CA
CONFIGUARATION	FILE:LOAD CONFIGURATION	---	LO CO
DIAL DIRECTORY	FILE:LOAD DIAL DIR.	---	LO DI
FUNCTION KEY DEFS.	FILE:FUNCTION KEYS	---	LO FK
TRANSLATION TABLE	FILE:TRANSLATION	---	LO TR
MODE CHANGE	---	ALT-M	MO [AN,AT,VI]
MODEM:			
CONNECT STRING	EDIT:DIAL DIRECTORY	ALT-E	MC [STRING]
FAILED STRING	EDIT:DIAL DIRECTORY	ALT-E	MF [STRING]
PREFIX	EDIT:DIAL DIRECTORY	ALT-E	MP [STRING]
PARITY	EDIT:RS-232 CONFIG.	ALT-B	PY [NONE ODD EVEN]
PAUSE	---	---	PA [NUMBER]
PRINTER ECHO	---	ALT-H	PR [ON OFF /]
REDIALS	---	---	RE [0-99]
RESET TIMER	---	---	RE TI
RS-232 SETTINGS	EDIT:RS-232 CONFIG.	ALT-B	RS
RUBOUT	---	---	RU [ON OFF /]
SAVE:			
CONFIGURATION	FILE:SAVE CONFIGURATION	---	SA CO [FILENAME.CNF]
DIAL DIRECTORY	FILE:SAVE DIAL DIR.	---	SA DI [FILENAME.DIR]
FUNCTION KEY FILE	FILE:SAVE FUNCTION KEYS	---	SA FK [FILENAME.DEF]
TRANSLATION TABLE	FILE:SAVE TRANSLATION	---	SA TR [FILENAME.TRN]
SET CLOCK	OPTION:SET CLOCK	---	SC [HH:MM:SS]
SHOW STATUS	OPTION:STATUS	ALT-Z	SS
STOP BIT	EDIT:RS-232 CONFIG.	ALT-B	SB [1 2]
STRIP HIGH BIT	---	---	ST [ON OFF /]
TIMER DISPLAY	---	---	TI
TRANSLATION	---	---	TR [ON OFF /]
TYPEAHEAD	---	---	TA
UPLOAD:			
ASCII	UPLOAD:ASCII	ALT-U	UL AS [FILENAME]
BLOCK	UPLOAD:BLOCK	---	UL BL [AS XM]
CAPTURE	UPLOAD:CAPTURE	---	UL CA [AS XM]
XMODEM	UPLOAD:XMODEM	ALT-S	UL XM [FILENAME]
VIEW FILE	---	ALT-V	VI [FILENAME]
WAIT FOR STRING	---	---	WA [STRING]
WAIT FOR TIME	---	---	WT [HH:MM:SS]
WIPE CAPTURE	---	ALT-W	CA CLEAR
WORD LENGTH	EDIT:RS-232 CONFIG.	ALT-B	WL [8 7]
XMODEM PARAMS.	EDIT:XMODEM PARAMS.	ALT-E	XM [7 8 C R K S Z]

NOTES: I Hope the table is pretty much self explanatory. Items in brackets []
are optional, and where there is a choice, more than one may be included in the
command (provided they aren't mutually exclusive).

GAUNTLET

Reviewed by Kitrick Sonesen

A year or three ago, Atari Games introduced a new coin-op entitled GAUNTLET. Differing from predecessors in that it allowed up to four players to explore interactively a multi-leveled dungeon, the game developed a loyal following.

The object of the game is to travel ever deeper into a dungeon. Along the way, useful ogjects such as additional armor, food, amulets, magic potions, and weapons can be found. Naturally, this is not just a cakewalk and there are hordes of dungeon dwellers who do their best to make your trip a short one: Ghosts, grunts, demons, lobbers, sorcerors, and the ubiquitous Death.

Game graphics are adequate but don't compare to the original (buy an ST!) but game play on the other hand is true to the arcade. The two joystick limitation of the ST and XL/XE series means that only two players may adventure at any given time. This renders certain player characters less effective than others. THOR and THYRA, the warrior choices, are heavily armored and quite capable of dishing it out. Questor the elf and Merlin the wizard are primarily magic users and can absorb only so much punishment. In addition, magic potions used in casting spells are not that frequent. In the long run, the warriors appear to have the best chance of survival.

On the down side, the game does not seem to have a definite ending. As long as one of the player characters remains alive, the game will continue. The player whose character has bought the farm need only press the joystick button to resurrect his character, albeit minus accumulated points and booty. Under this set of circumstances, I abandoned the quest on level 53 (PAC-MAN wrist, you know).

GAUNTLET is distributed by Mindscape, Inc. and is available for the Atari ST, XL/XE, and Commodore 64/128. Those craving more excitement can purchase an second data disk containing 500 additional levels.

RATING: Playability A-, Graphics B. ⊶

TIME BANDIT CLUES

Guardian (Egyptian Sector):
Read the scrolls at every level to find info on THE DOOR.
A GOLD SCEPTER is on level 2B.
Indiana Jones' map is full of ё#$%.
NO ARTIFACT FOUND

Castle Greymoon (Medieval Sector):
You can reach the Mad Hermit on C levels by using the four warpers. His games solutions are as follows: Clubs -- TORCH, Hearts -- BLOOD, Spades -- GRAVE DIRT, Diamonds -- ??. To get the blood, give wine to the shepherd. Be honest! For grave dirt, use rubble at the grave.
At the unicorn, answer the questions: NO, NO, NO, YOU.

GHOST TOWN (Western Sector):
On most levels, be on the look-out for ghosts. They lead you to outlaws that must be buried. Don't forget to get their leters and BURY them!
There are nine letters, and they form a word when unmixed.
The combination to the safe is in a book on around level 3A or so.

⊶

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NEWSLETTER DEADLINE: 27 November

GENERAL MEETINGS: 25 Nov, 23 Dec
        6 Jan, 3 Feb